CUSTOM AUDIO FILES

G2 Communicator

DOCUMENT PURPOSE

This document demonstrates the basic settings for creating a custom WAV and MP3 file for use with G2 Communicator using Audacity software. This document is not a guide to editing or modifying the audio files beyond the basic file format.

NOTE: Audacity does require the Lame.dll file when encoding to MP3 format.

For more information about Audacity please visit http://www.audacityteam.org/

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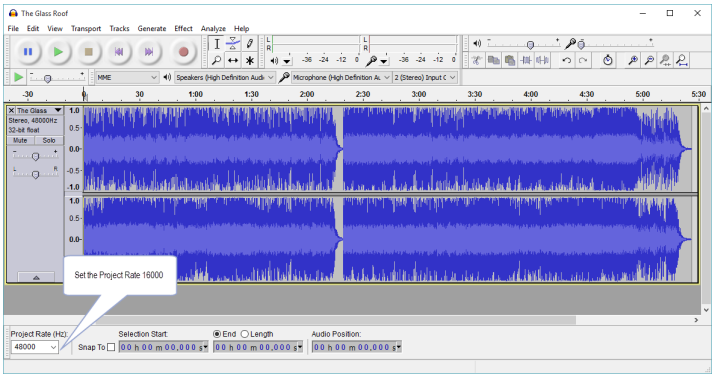
WAV FILES

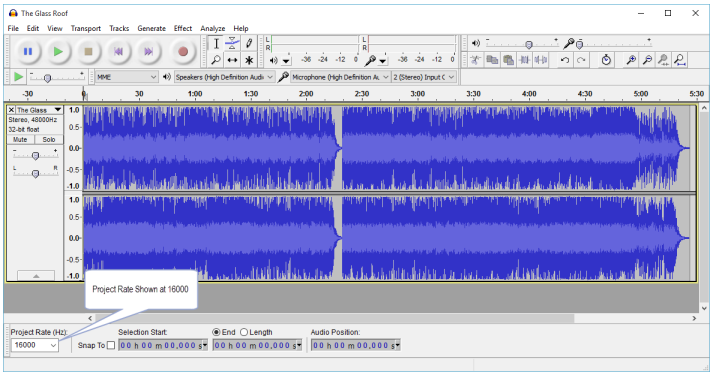
The following instructions assume the reader has a basic understanding of importing and exporting audio files using Audacity.

NOTE: WAV files should have a Project Rate of 16,000 (Hz) and be saved as WAV (Microsoft) signed 16-bit PCM type.

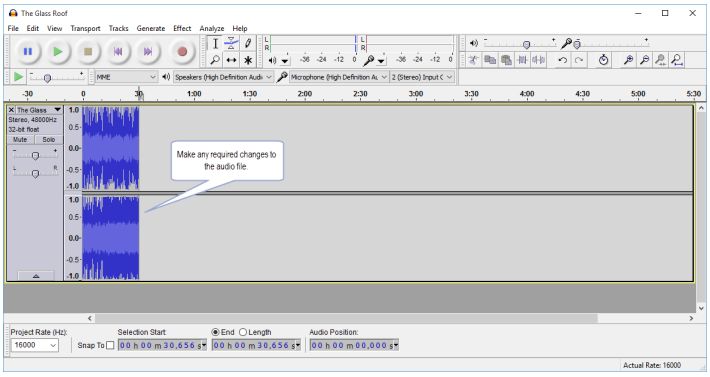
1. Import the audio file to be modified.
2. Set the **"Project Rate" to 16000 (Hz).**
    a. Click the drop arrow, select **16000**.



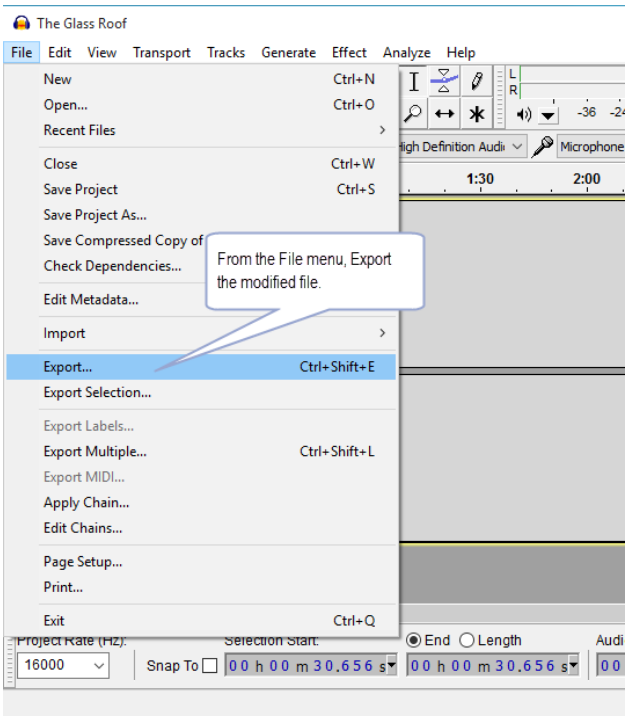
3. The image shown right shows the project file set to 16000 (Hz).



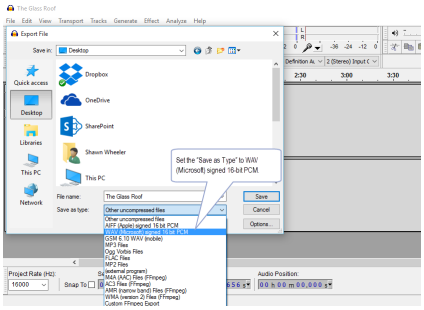
4. Make any required changes to the audio file.



5. From the File menu, select **Export**.



6. Navigate to the location the file will be saved.
7. Name the file.
8. In the “Save as Type” drop box, select **WAV** (Microsoft) **signed 16-bit PCM**.
9. Click the **Save** button.
10. **Upload** the newly created audio file **to G2 Communicator.**

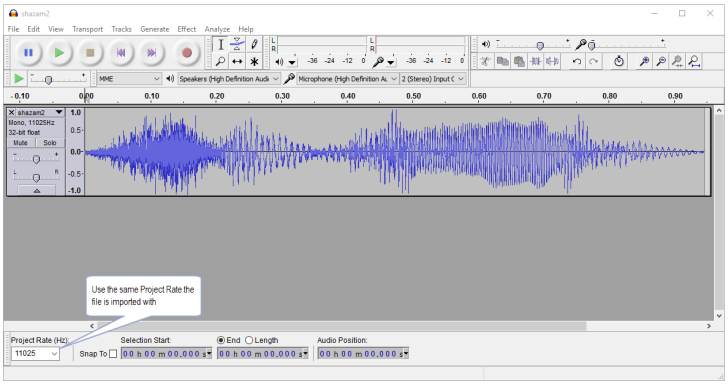


MP3 FILES

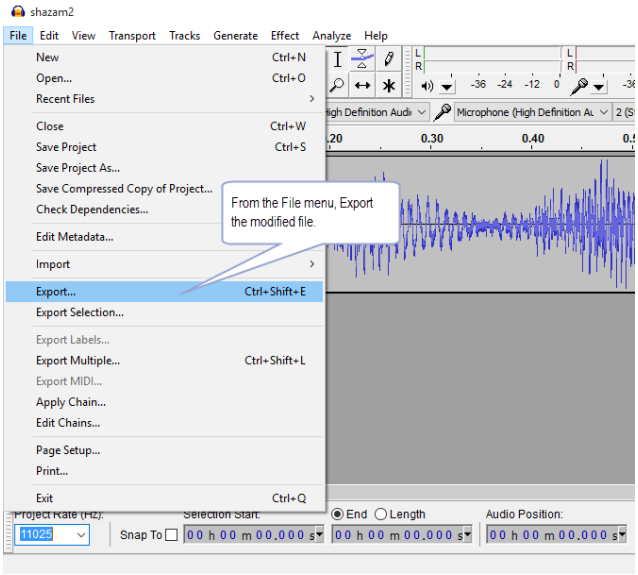
The following instructions assume the reader has a basic understanding of importing and exporting audio files using Audacity.

NOTE: MP3 files may use the same Project Rate the file is imported with. The MP3 should be exported at 128 KB.

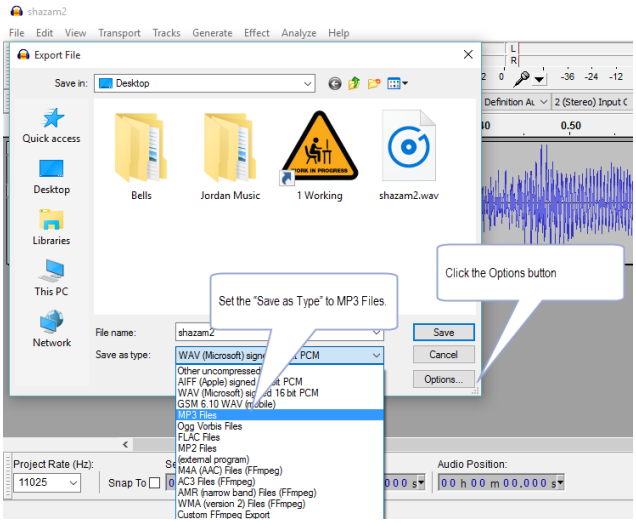
1. Import the audio file to be modified.
2. **Use the same Project Rate the file is imported with**.



3. Make any required changes to the audio file.
4. From the File menu, select Export.



5. Navigate to the location the file will be saved.
6. Name the file.
7. In the “Save as Type” drop box, select **MP3 Files.**
8. Click the **Options** button.



9. Set the **Bit Rate Mode to Constant.**
10. Set **Quality to 128 kbps.**
11. Click the **Ok** button to close the window.
12. Click the **Save** button.
13. **Upload** the newly created audio file **to Hub Bells.**